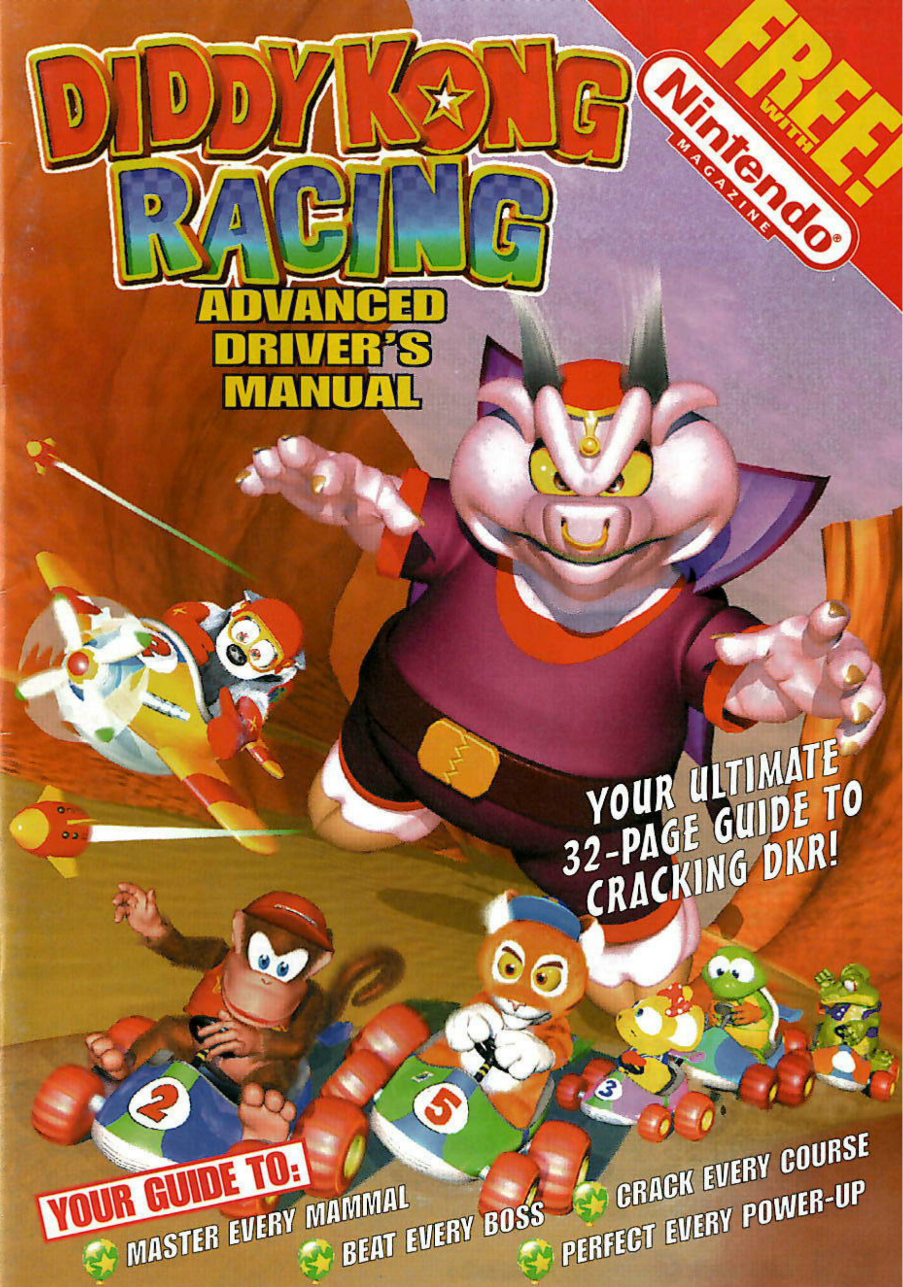
DIDDY KONG RACING

ADVANCED DRIVER'S MANUAL

FREE! WITH Nintendo MAGAZINE

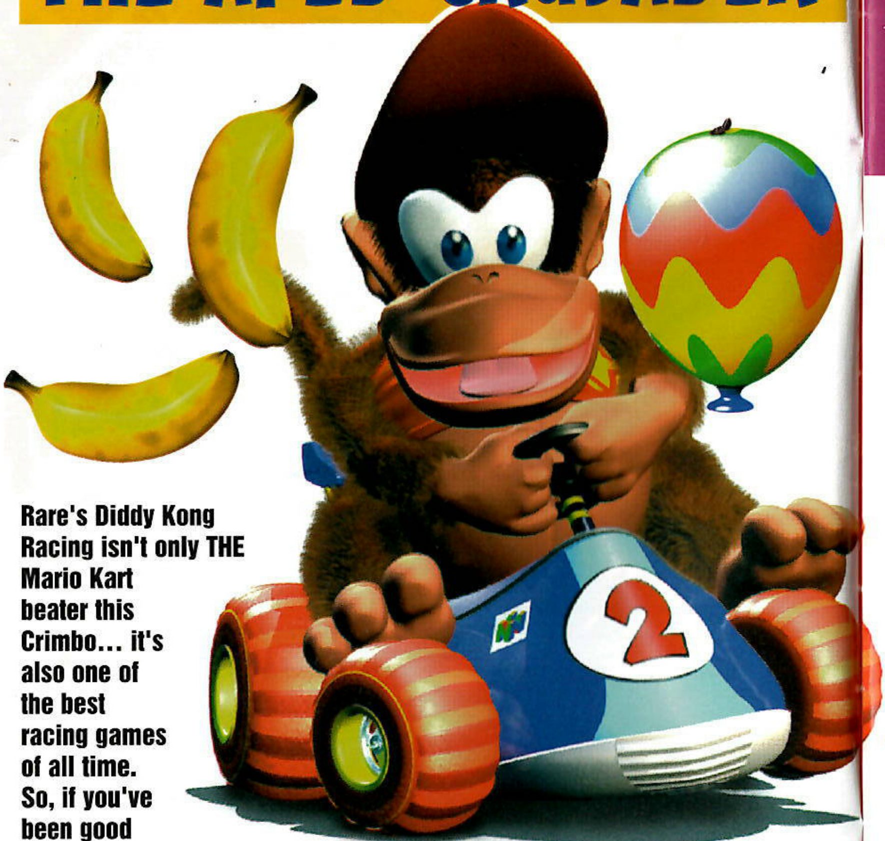


YOUR ULTIMATE 32-PAGE GUIDE TO CRACKING DKR!

YOUR GUIDE TO:

- MASTER EVERY MAMMAL
- BEAT EVERY BOSS
- CRACK EVERY COURSE
- PERFECT EVERY POWER-UP

THE APED CRUSADER



Rare's Diddy Kong Racing isn't only THE Mario Kart beater this Crimbo... it's also one of the best racing games of all time. So, if you've been good this year and found a copy of the game nestling under the Christmas tree, yule probably know how tough Diddy Kong Racing really is. To help you along the way, your favourite Nintendo Magazine is presenting the definitive 32-page guide to all the Diddy Kong tracks, all the cuddly characters, and all the secret bits 'n' bobs which allow you to face the wrath of Wizpig! So, what are you waiting for? Let's hit the track, Kongsters...

FIGHT! FIGHT! FIGHT!

We fought them on the beaches and we fought them on the streets. Yes, blood, sweat and tears have been spilt to bring you this no-holds-barred tips guide to Diddy Kong Racing. So, before we take you on a whistlestop tour of the levels, here's a few starters for ten that'll set you on your way to becoming the supreme DKR champion!

Wanna know how to pip Pipsy or dive-bomb Diddy on your way to the finish line? Well, what's gonna help you, especially on the rock-hard later levels, is the turbo boost. To activate this little beauty, all you have to do is hit the accelerator as the words 'Get Ready' disappear on the starting grid. A searing blue flame should burn your bum hairs as it shoots from the back of your vehicle as you speed away from the start line. There's a cool red flame speed start as well but, if you wanna win, you've gotta play hard and get the blue nitro!

If you want an added speed boost as you hurtle round the various tracks at death-defying speeds, ease-up slightly on the accelerator just before you hit a speedo. If you do it correctly, a massive green flame will blast you forward. This trick can make the difference between first and last.

Map Key Silver coins:

If a speed boost or useful power-up is giving you grief 'cos it's hidden in a difficult part of the track, use the brake button to turn and slide into it. This is also helpful if you need to get back on the track quickly.

The flying levels are particularly tricky to get to grips with. Not only have you got to turn around corners, but your plane's altitude will have to be adjusted to get those big 'n' meaty power-ups and speed boosts. The best thing to do is anticipate what's up ahead and move accordingly. If you need help, quickly hold one of the shoulder buttons to give your plane that little extra kick.

The amazing hovercraft levels are always great fun, but please be careful not to overturn the craft or you'll come to a complete standstill. To make sure you don't flip your Hovercraft in awkward moments, give yourself plenty of room as you take the long corners.

THE CUDDLY CREW

TIMBER

- Medium acceleration
- Medium weight
- Good handling
- Medium top speed

Timber's been left in charge of the island while his parents have gone to visit friends in Kong Country. Desperate to get Wizpig out, Timber rallies his friends and joins Taj's resistance.

PIPSY

- High acceleration
- Light weight
- Excellent handling
- Medium top speed

Evicted from her beautiful home by Wizpig, Pipsy may be a little timid, but challenge her in a race and you'll find she's tougher than she looks!

DIDDY

- Medium acceleration
- Medium weight
- Good handling
- Medium top speed

This infamous funky monkey is a long-time friend of Timber the tiger and doesn't think twice about answering his desperate call for help. With his simian family tending to their feline guests, Diddy Kong manages to sneak off without their interference. Now he's free to battle Wizpig.

BANJO

- Low acceleration
- Heavy weight
- Good handling
- High top speed

Even before the start of his incredibly bright future with Kazooie, Banjo the honey bear ain't one to turn down an exciting adventure. So, when Squawks brings the desperate SOS from Diddy Kong, ol' Banjo stuffs a few essentials in his backpack and races off. Now he joins his mates on the grid.

THE CUDDLY CREW

CONKER

- Medium acceleration
- Medium weight
- Medium top speed
- Good handling

Our mate Conker loves quests. So, in a bid to break free from the boredom of hoarding nuts for the winter, he's ready to join Banjo on his adventure.

TIPTUP

- High acceleratio
- Light weight
- Good handling
- Medium top speed

This nervous little turtle is slightly clumsy and, unlike the others, he's never been a massive racing fan. In fact, tiny Tiptup much prefers a nice, quiet life to facing Wizpig. However, his loyalty to Diddy and the gang leads him to the track.

BUMPER

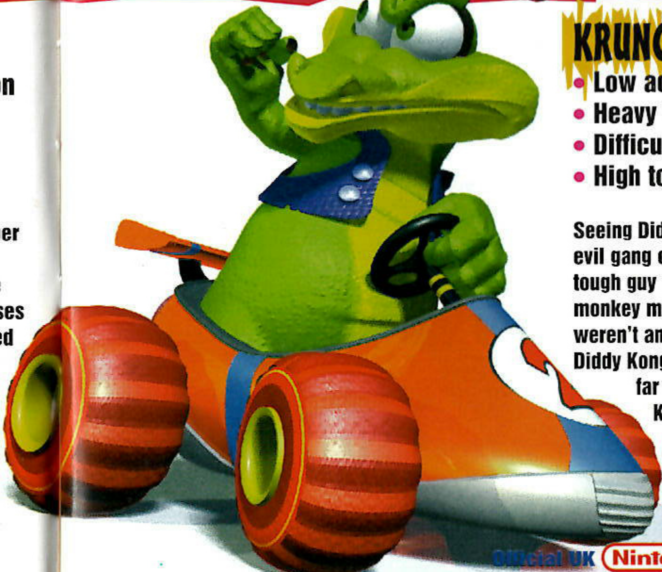
- Medium acceleration
- Medium weight
- Good handling
- Medium top speed

Unlike most badgers, Bumper prefers thrills 'n' spills to sleeping and burrowing. He gets excited when he realises how much racing is required to rid the world of Wizpig.

KRUNCH

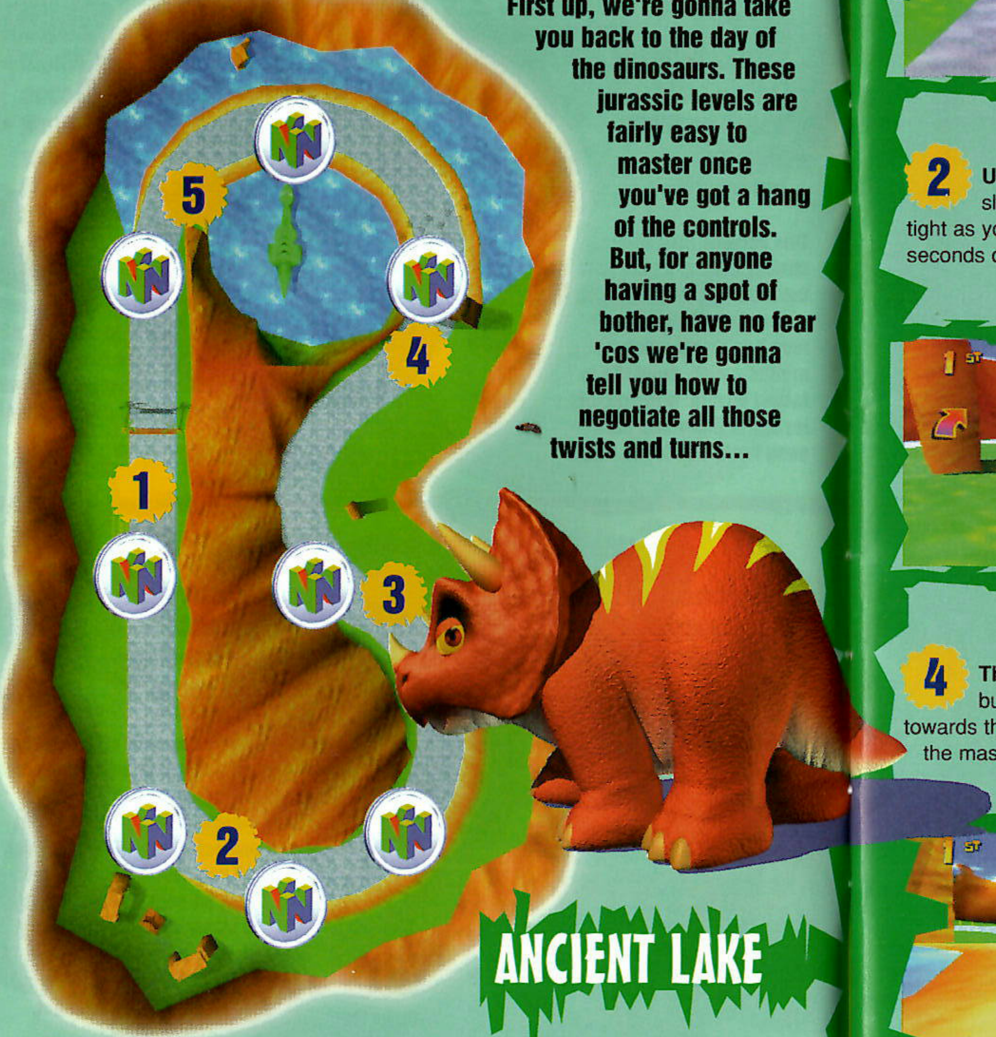
- Low acceleration
- Heavy weight
- Difficult handling
- High top speed

Seeing Diddy Kong rush off made the evil gang of Kremlings suspicious, so tough guy Krunch sped after our monkey mate to make sure there weren't any anti-Kremling plots afoot. Diddy Kong has never trusted Krunch as far as he could throw him, but Krunch insists he's there to lend a hand. One thing's for sure – Diddy needs all the help he can get.

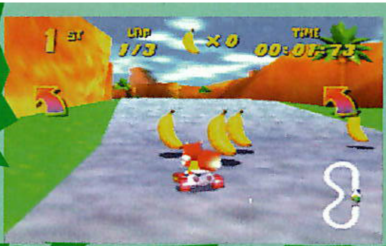


DINO DOMAIN

First up, we're gonna take you back to the day of the dinosaurs. These jurassic levels are fairly easy to master once you've got a hang of the controls. But, for anyone having a spot of bother, have no fear 'cos we're gonna tell you how to negotiate all those twists and turns...

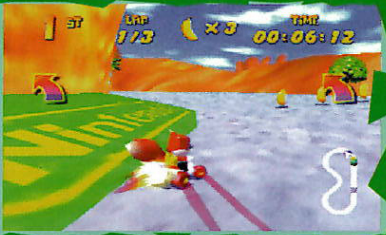


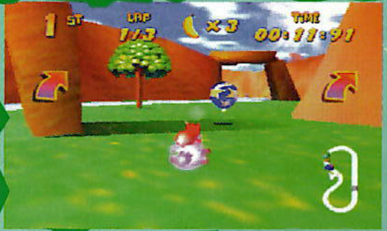
ANCIENT LAKE



1 **As soon as** you've blasted away from the opposition, grab the three bananas on your left and burst the blue balloon on the same side for the awesome speed boost power-up.

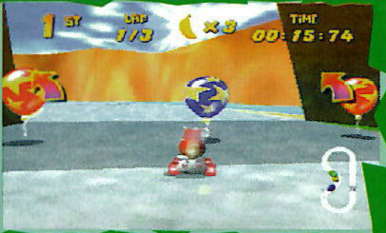
2 **Use this speed** power-up while sliding round the inside corner as tight as you possibly can to chop valuable seconds off your lap time.

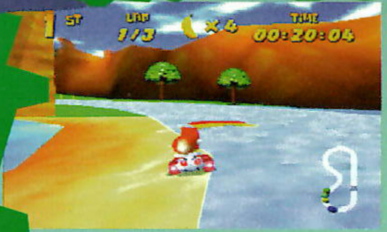




3 **As you pull out** of the corner, carefully drive over the zipper plate on the track and head for the patch of grass and the blue balloon.

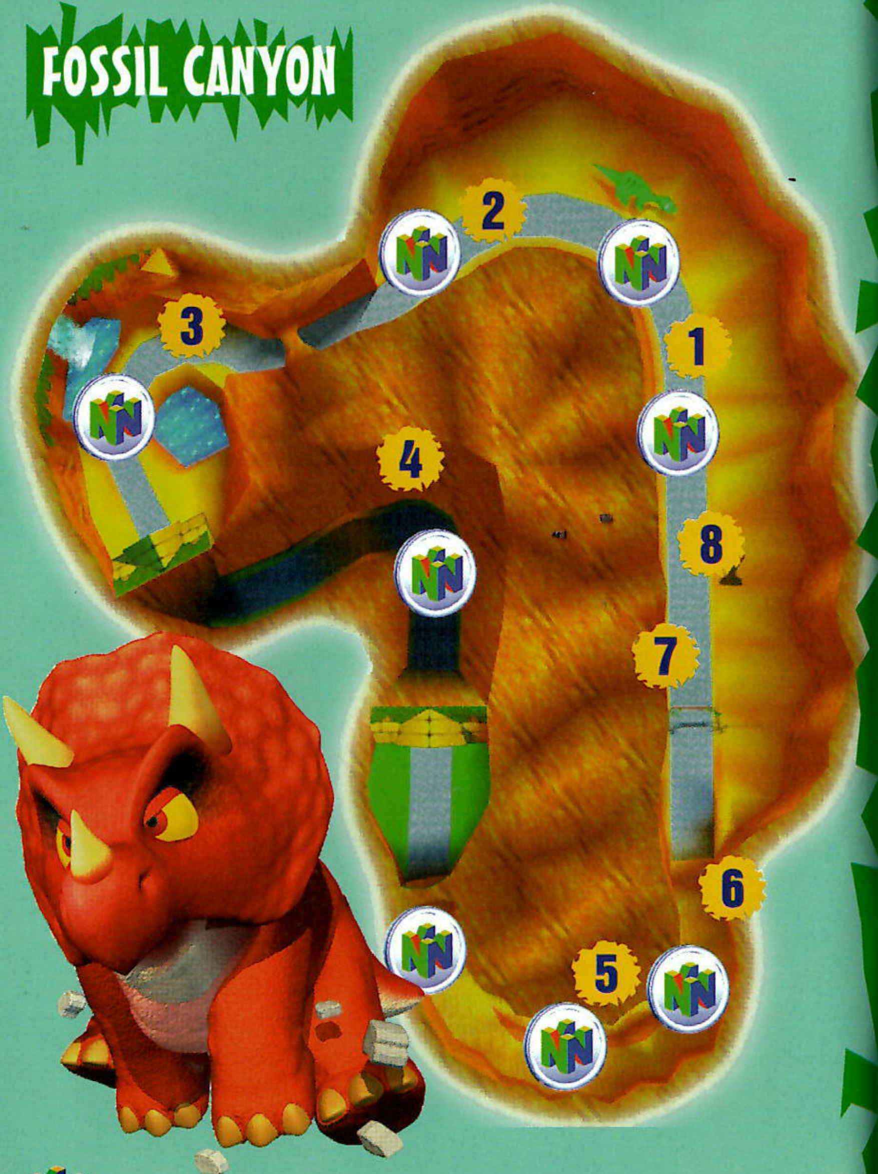
4 **This might be** a bit tricky at first, but use the speed boost and bomb towards the next blue balloon underneath the massive stone archway.

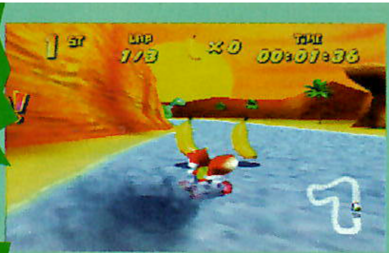




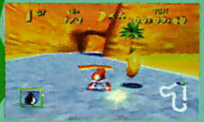
5 **If you've managed** to negotiate this, use the speed boost while hugging tight to the inside of the corner and aim for the second zipper and the finish line. Don't bother about the bananas – only grab the ones in your driving line. Do this twice and victory will be yours!

FOSSIL CANYON

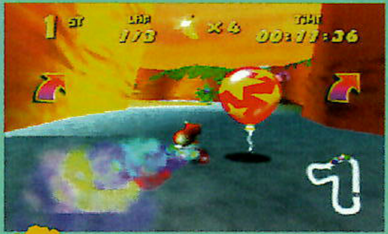




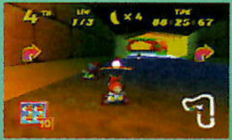
1 You've got to be slick 'n' quick to be first in this crazy canyon. Boost from the starting grid, grab the 'nanas and fire over the zipper on the left (and don't forget to let go of that accelerator!). Hit the floating green balloon but make sure you DON'T drop your slippery oil slick just yet...



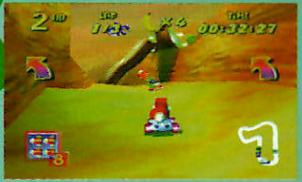
2 Go round the corner and hit the next speed-up on the right. Hit the two 'nanas in front and drop your nasty oily.



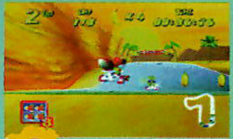
3 Hit the red balloon but hold onto it. Burn rubber over the water. As you hit the bank on the other side and fly up in the air, guide yourself into the tunnel.



4 Hit the red balloon just inside the tunnel to get a homing missile, but DON'T use it just yet. Power-slide wide round the corner and get the final red balloon power-up for ten-shot missile heaven! Hit the fourth zipper as you head out of the tunnel.

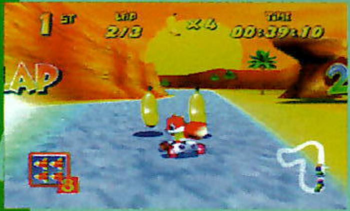


5 Drop into the dusty canyon, staying close to the wall, and take the bottom path under the tree. Don't slide as the bumps can throw you off course.

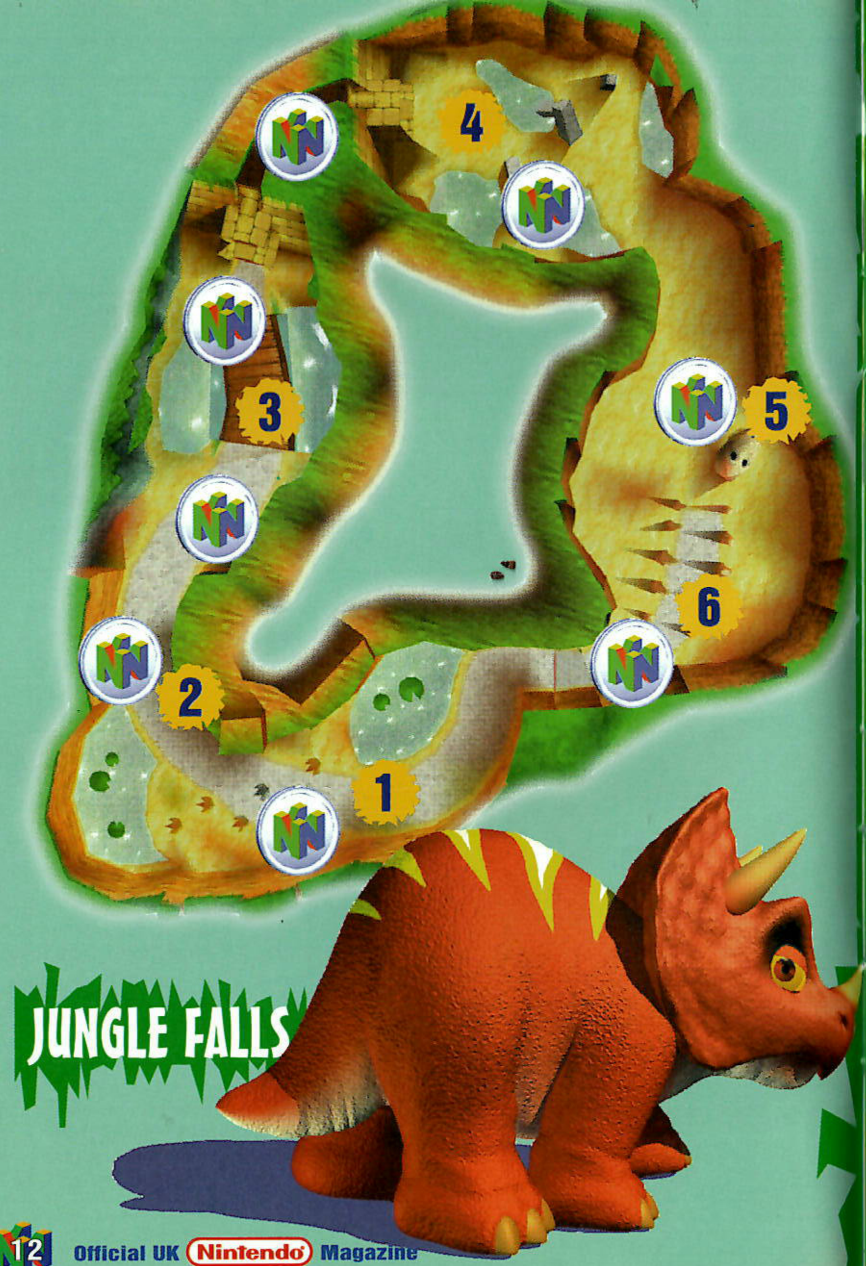


6 Drive out of the canyon and, as you go over the small jump, push down on the 3D Stick to get one of the bananas hidden behind it.

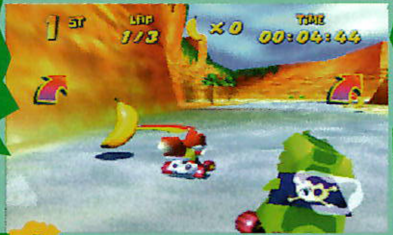
7 Move over to the right-hand side of the track as you cross the finish line and collect the two 'nanas on the right. Power-slide across the track to get the zipper again.



8 The best way to win is to hold onto your weapons so they can be powered-up. Make sure you drop loads of oil slicks around the track. Repeat this to win.



JUNGLE FALLS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LAP 1/3
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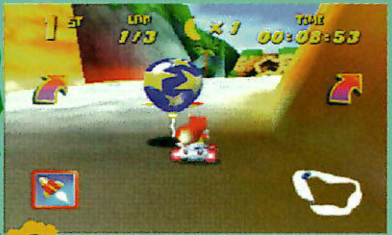
1 **You've really** got to be on your guard on this level 'cos one mistake will cost you dearly. From the start, power-slide towards the zipper on the left and collect the 'nanas.


1ST
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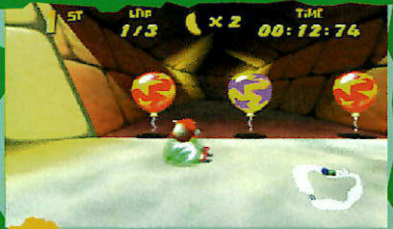
2 **Drive over** the speedy zipper plate and head straight for the right-hand side of the track. Quickly burst the hovering blue balloon just in front of the next super zipper.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LAP 1/3
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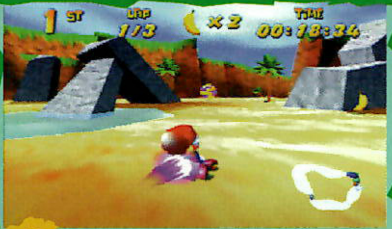
3 **Avoid falling** into the water by staying in the centre of the track. As the boost runs out, use your speed-boost and head for the shield in the middle of the two red balloons.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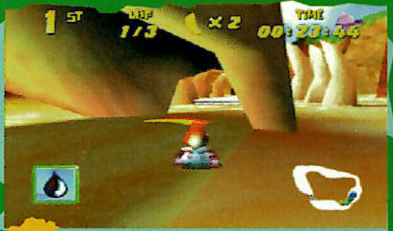
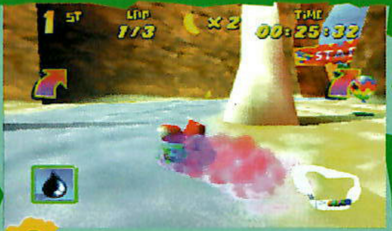
4 **In the tunnel,** use the shield as you power-slide around the corner. Exit the tunnel, slide onto the third zipper, but make sure you grab the shield… you'll need it!



5 **Head towards** the right-hand wall but avoid the water hazard and speed down to the dino skull. Precision is the key, otherwise you'll crash into the cranium and cry as the sickly menagerie drive past with stupid grins on their faces…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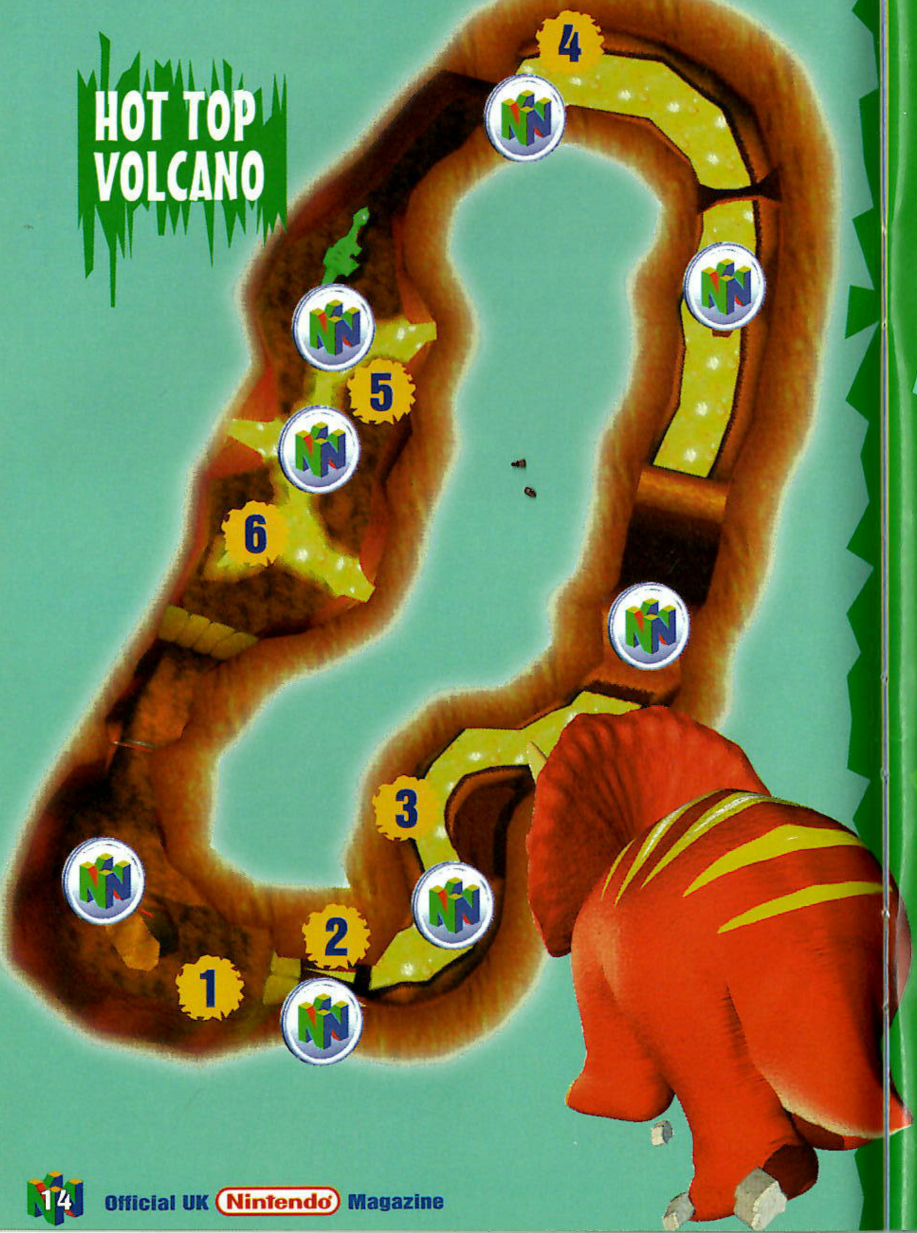
TIME 00:25:32
START

6 **If you've** managed to do this without any hassles, head towards the last rib bone on the right-hand side. Power-slide as you hit the corner and speed towards the left of the track as you cross the finishing line. Do this twice and the golden balloon is yours!

HOT TOP VOLCANO



1 **As soon as you** take-off, head down, turn left and grab the blue balloon. Use it and fly through the right side of the tunnel. Grab the blue boost as you go.

2 **Stay on the right** side of the wide tunnel and make sure you take the short-cut. On your way, try and collect the three delicious bonus bananas. Yum yum!

3 **As you come out** of the tunnel, hit the blue boost and stay close to the left-hand wall. Try not to let your wings clip the side or your plane will crash horribly.

4 **Fly through** the air zipper, get the blue balloon then pull right and power-up your boost with another balloon from below the overhang. Head for the cavern exit.

5 **As you speed** through the wide canyon, stay to the left-hand side and head straight for the speedy zipper above the molten river of red hot lava.

6 **As you fly off**, steer through the second zipper. As you near the tunnel, pull back on the 3D Stick to fly up the slope and over the finish line without probs.

BOSS: TRICERATOPS

1 **You need** the fast start if you're to reach the top first. Grab the first balloon, but keep it and use the homing missile instead.

2 **When you see** the massive bolder rolling down the hill, quickly move to the right to avoid getting flattened.

3 **Move to** the left to get the balloon and use it to catch up. Stay on the left side and collect the two red balloons that you see.

4 **Power-slide** to stop yourself falling over the side and get the red balloon.

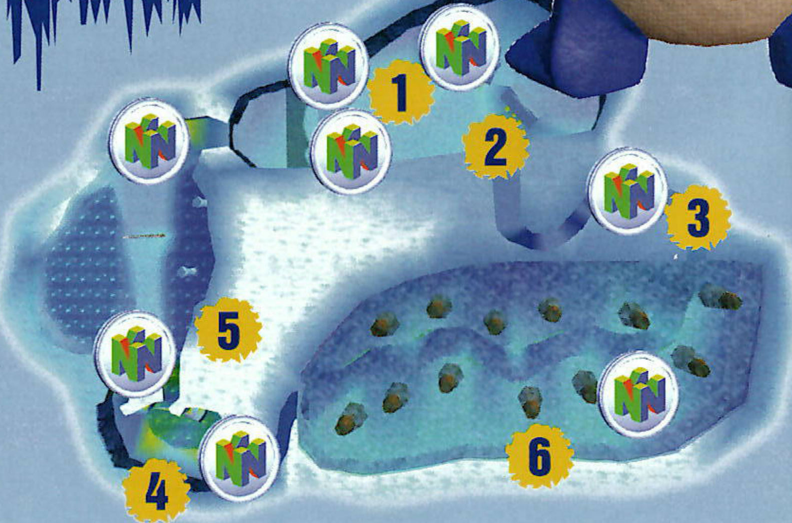
Grab the blue balloon, but don't use it 'til you've got the third upgrade which'll blast you ahead of the dino. Bingo, you've done it!

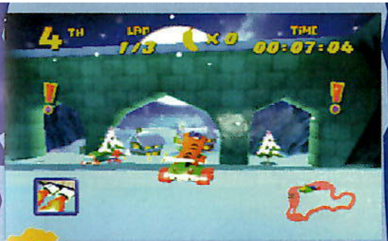
5

SNOWFLAKE MOUNTAIN

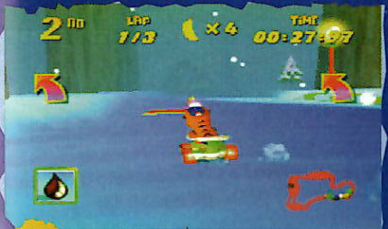
After beating the deadly dinosaurs, it's time to take to the blue skies and visit the cold, snow-capped peaks of Snowflake Mountain. Getting first place is a lot harder on these crazy courses 'cos of the icy tracks, and collecting those hard-to-reach silver Nintendo 64 coins will have you ripping your hair out in frustration. But have no fear, loyal Kongsters, 'cos your ONM tips book is here to guide you through even the toughest race...

FROSTY VILLAGE

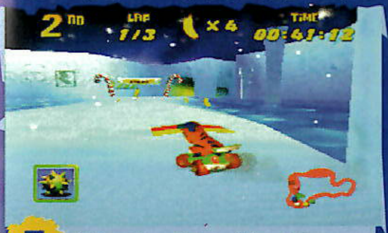




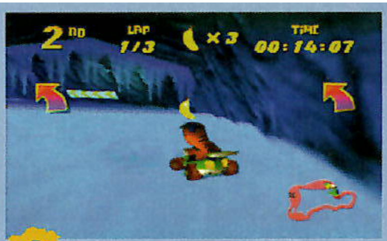
1 **Get the blue** nitro start, grab the blue balloon, but don't use it just yet. Power-slide onto the zipper and guide the kart through the middle archway. After the boost runs out, ease off the accelerator, use the speed-up and power-slide into the tunnel.



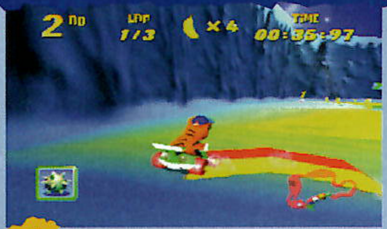
3 **Drive through** the floating green balloon on the way out of the tunnel, but don't use its special powers just yet. Grab the second green balloon and use the zipper.



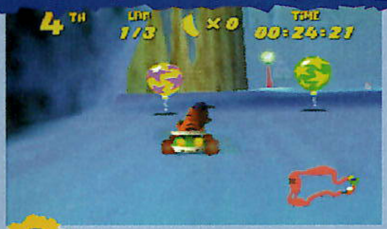
5 **Take the right side** of the tunnel and aim for the zipper as you exit (you may have to power-slide onto it) and head for the finish line.



2 **Collect the three** 'nanas on the right and slide to the zipper.

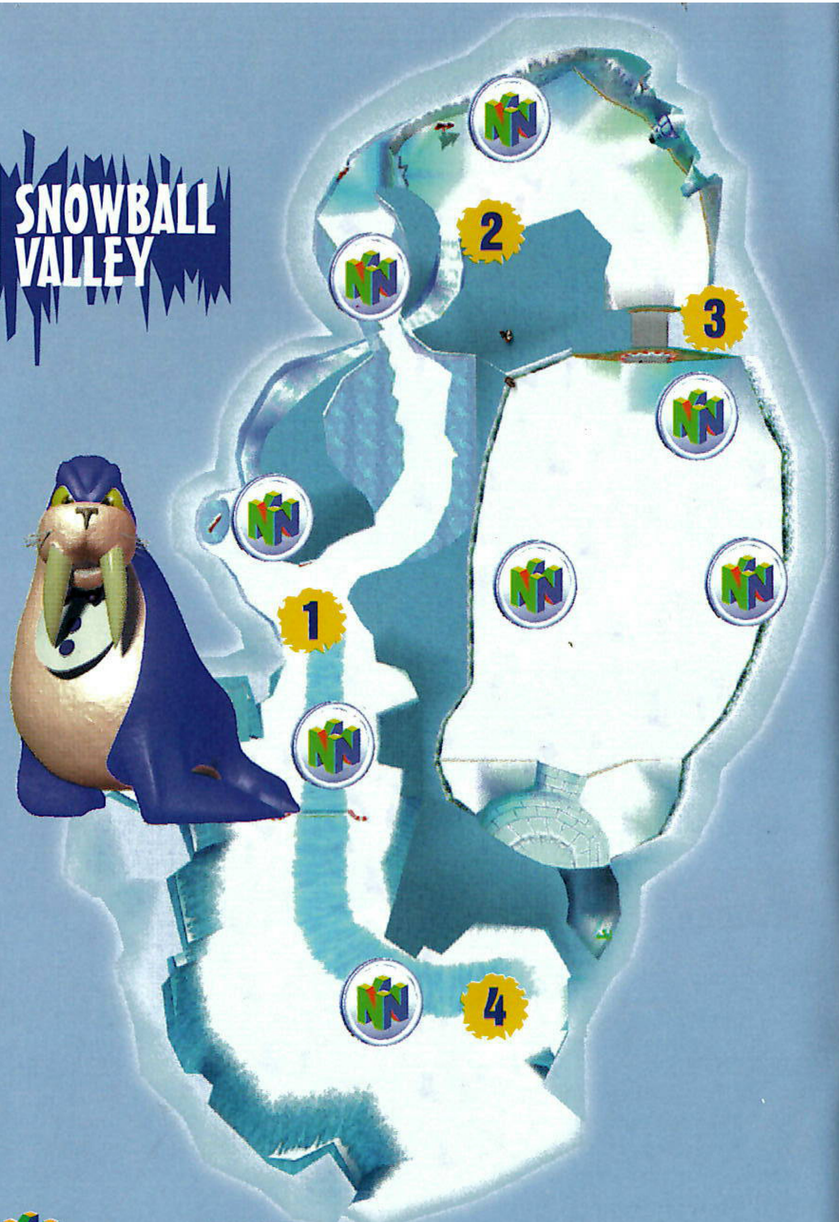


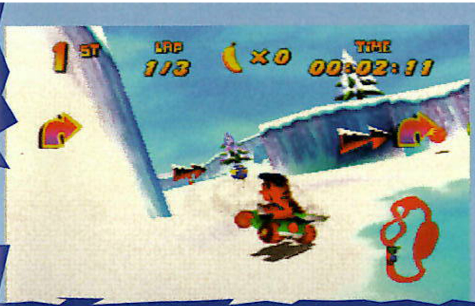
4 **Drive into** the tunnel, collecting the green balloon as you go. Use the speed ramp and dump the bubble.



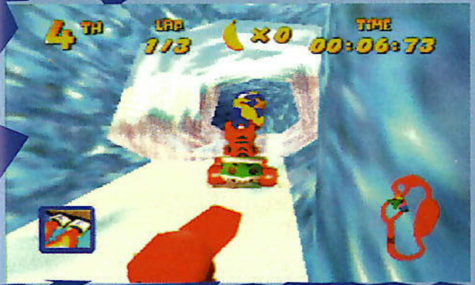
6 **After the first tunnel**, take a sharp left by the tree as you exit the tunnel. You'll see a set of speedy zippers in a line on the snow. Keep hitting them and you'll see a multi-coloured balloon at the very end. Grab this balloon, enter the tunnel and finish the lap as normal. You'll really cut down your lap time if you manage to hit all the zippers with those awesome green nitros. Hasta la vista, Wizpig...

SNOWBALL VALLEY

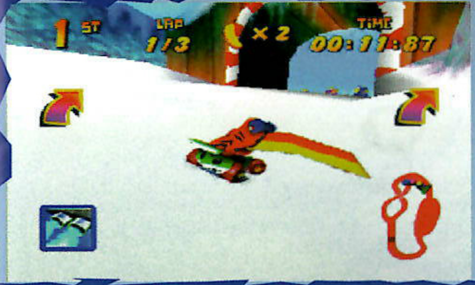




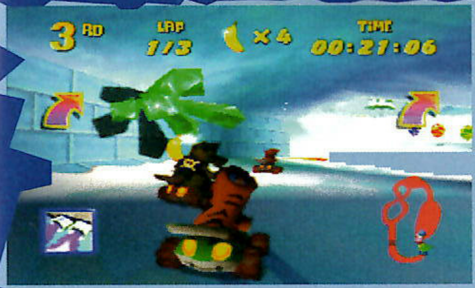
1 **Push the pedal** to the metal as soon as you start and take the left fork.



2 **Grab the blue** balloon and head through the tunnel. Don't use the power-up as the tunnel is too narrow and twists as you approach the exit. Instead, try to hit the second blue balloon and hold the kart on the right side as you leave the tunnel.

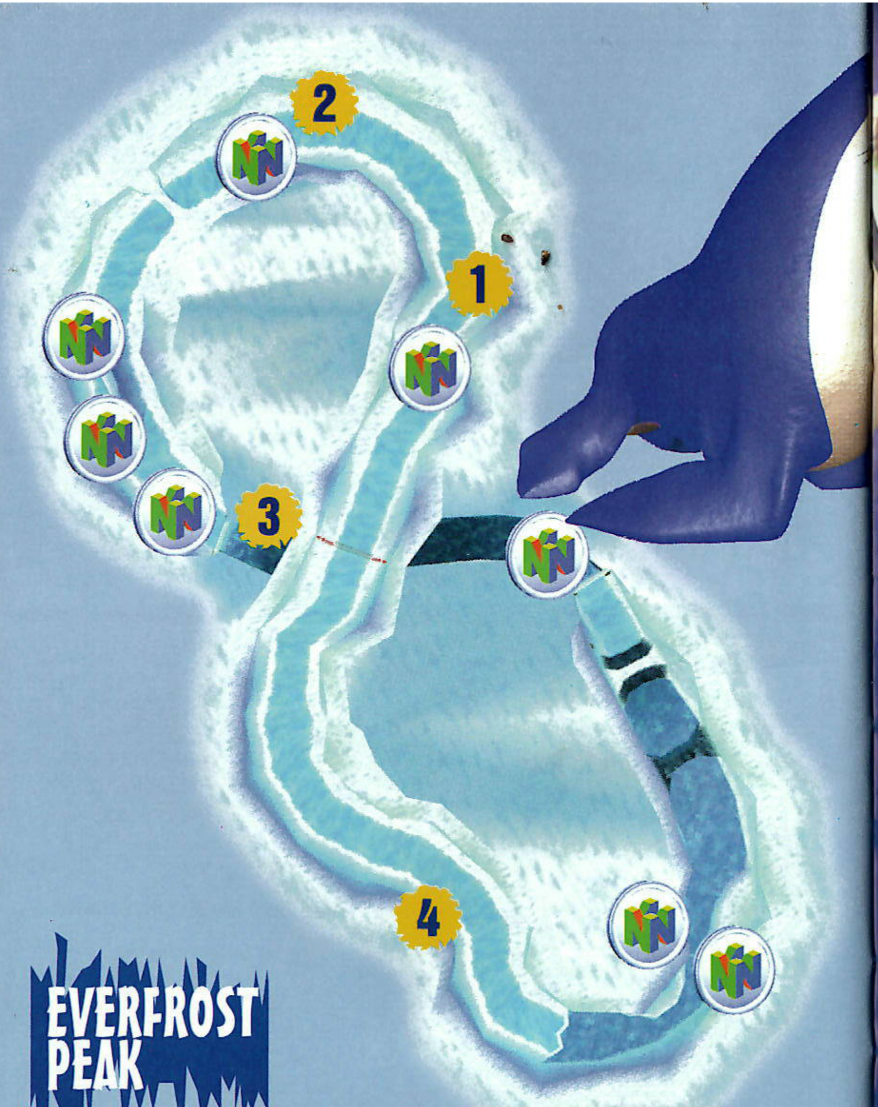


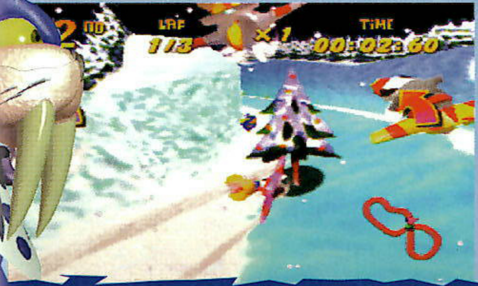
3 **Hit the speed zipper** as you fly through the massive archway and over the perilous jump. Aim left or right, but make sure you don't steer for the centre otherwise you'll end up feeling a little poorly as you get squashed by a huge monster snowball!



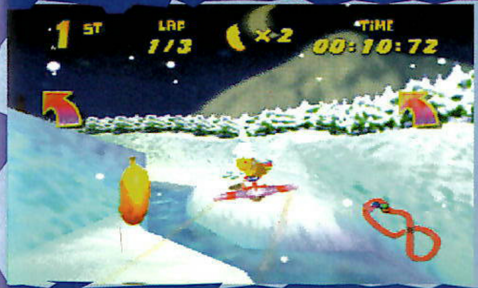
4 **Take the right** banana then power-slide onto the second delicious 'nana. This should give you an excellent line to drive onto the the speed zipper. Now it's only a matter of using the speed power-up as you approach the finishing line to take first place. Hooray for speed boosts!

EVERFROST PEAK

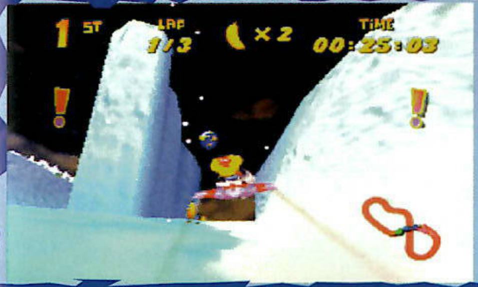




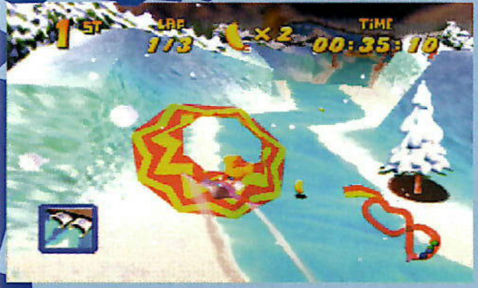
1 Take the lovely left banana, and then turn sharply to collect the useful speed balloon.



2 Hit the zipper (forget the balloons) and use the power-up when it runs out. Collect the two bananas on the cliff top and turn sharply to pick up the magnet power-up. Use it if you've been left behind, otherwise just collect a speed boost as you enter the tunnel.

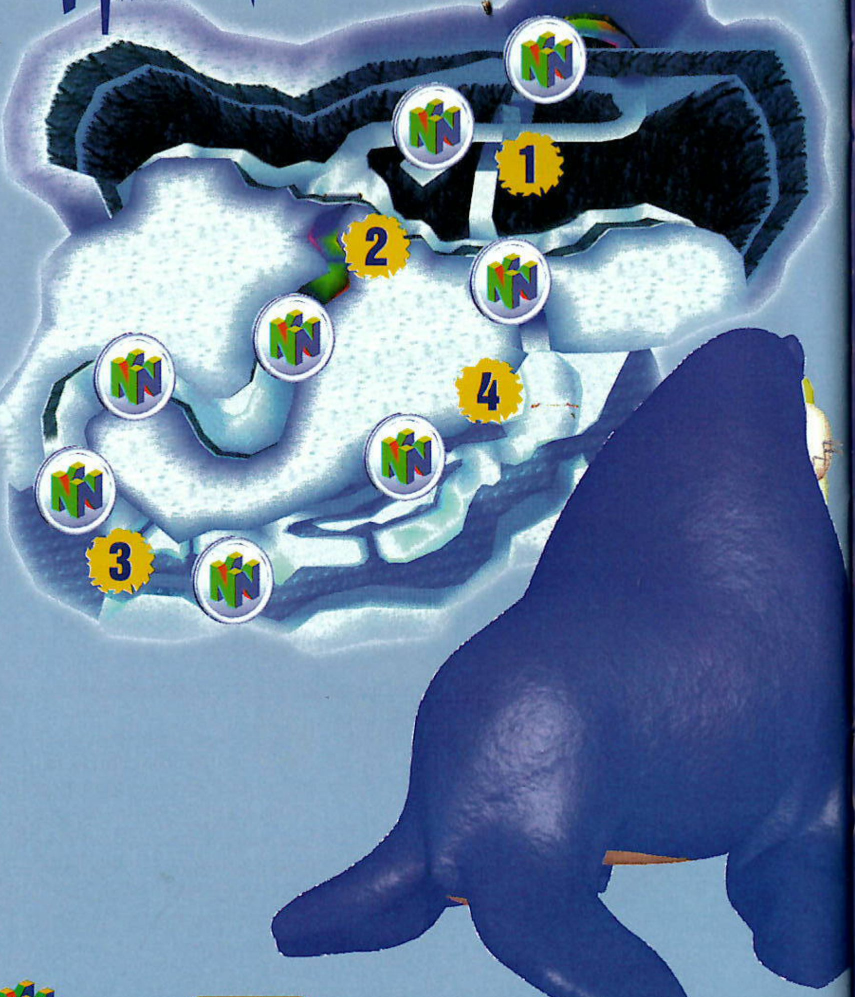


3 Swoop down and fly through the air zipper. Use the Right shoulder button to turn sharply to the right as you exit the tunnel to get the blue balloon on the right side. Hold onto it and get the other blue balloon on the left side just after the ice arch.



4 Gain height and turn extremely sharply to hit the final coloured air zipper of this twisting course. Now use the awesome speed power-up as you hit the final home straight. If you do this correctly, you'll cross the finish line well ahead of the beastly opposition. Yippie!

WALRUS COVE



1 **Blast off** from the start and collect the blue balloon, but don't use it just yet. Collect the three 'nanas on the left side of the tunnel after looping the loop. Take the second speed power-up, but don't use it. Take the right speed zipper on the icy bridge and grab the two yummy bananas.

2 **Slide into** the tunnel and grab the three Fyffes on the right side. Move over to the left and hit the zipper.

3 **Stick to the** right-hand side of the course and grab one of the blue balloons... but don't go using it just yet!

4 **Finally,** with max speed-up potential, hit the boost on your way to the finish line and the priceless golden balloon will be yours! Wayhey!

BOSS: WALRUS

1 **Bomb down** the snowy, slippery valley and aim for the red balloon by the tree. Just make sure that you don't hit the wooden trunk!

2 **As you enter** the tunnel the walrus will try and overtake you. Let him leg it past and shoot 'im with a missile to give you a slight lead as you exit the cavern.

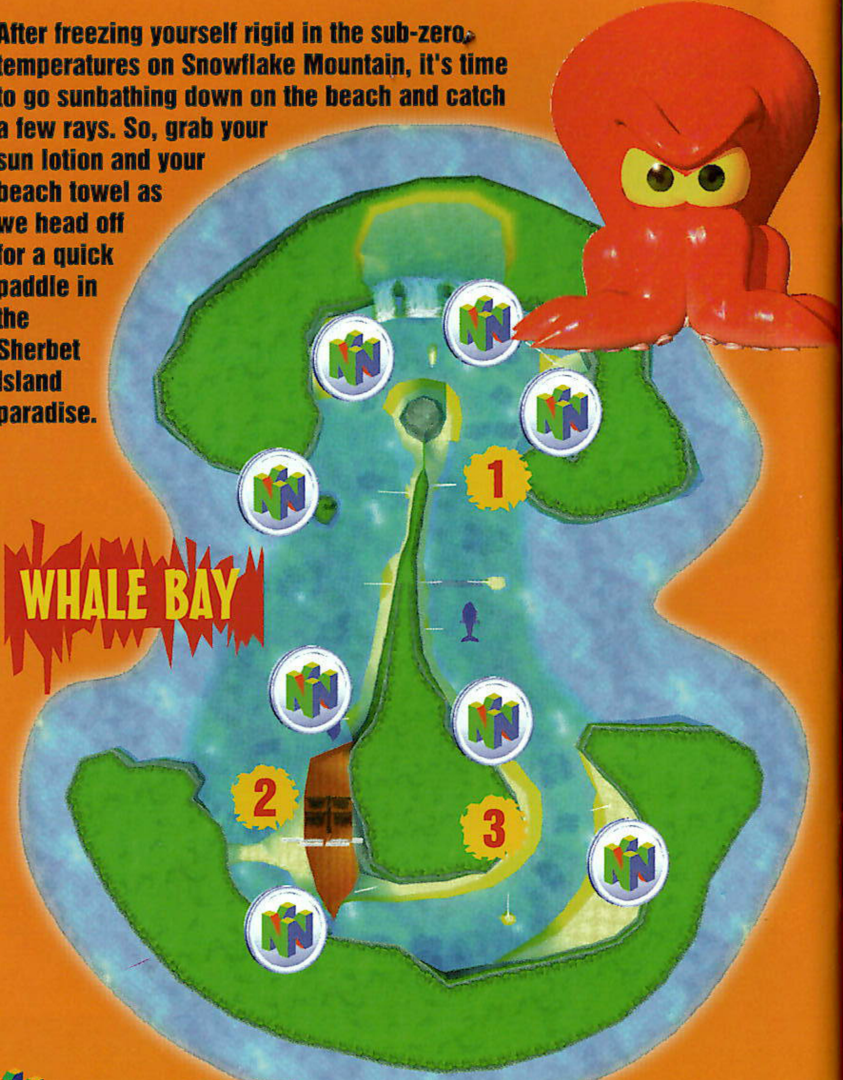
3 **Slide out** of the tunnel and aim right to get the red balloon. Hold onto it and stay on the right side to get the second red balloon. Fire it immediately.

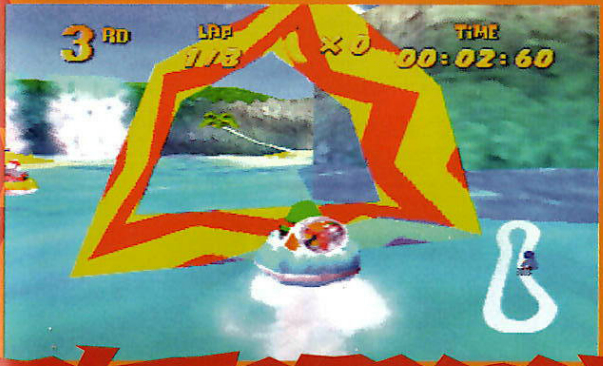
4 **Get the** blue power-up, aim for the centre of the track and fire it. Hopefully it'll take you past the walrus, as well as helping you dodge the giant snowballs.

5 **Grab the** two red balloons and use them as you overtake the walrus on the last stretch.

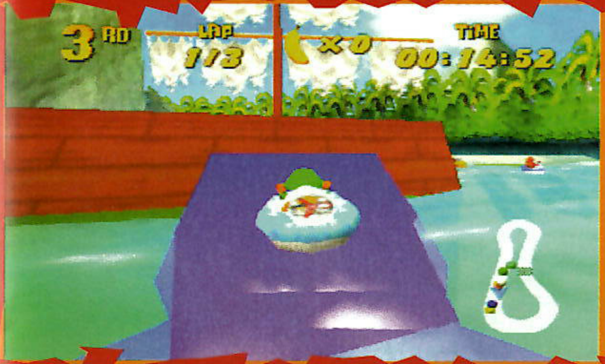
SHERBET ISLAND

After freezing yourself rigid in the sub-zero temperatures on Snowflake Mountain, it's time to go sunbathing down on the beach and catch a few rays. So, grab your sun lotion and your beach towel as we head off for a quick paddle in the Sherbet Island paradise.

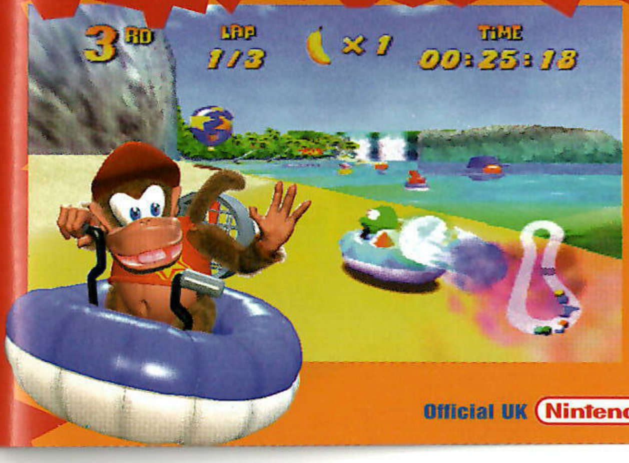




1 Get the super fast start and cut across the front of the pack to motor through the water zipper. As you reach the first corner, quickly tap the Right shoulder button to jump around the corner. If there are racers in front, grab a red balloon and fire!

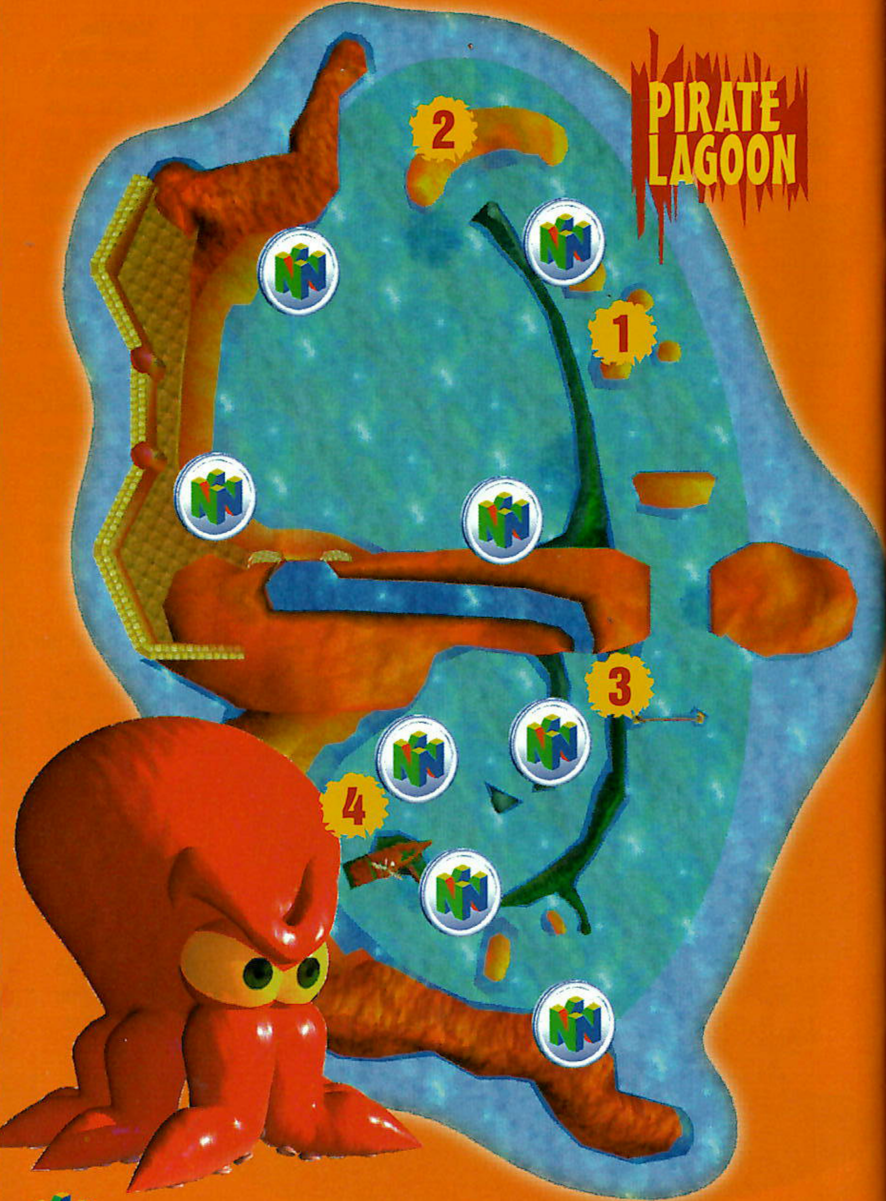


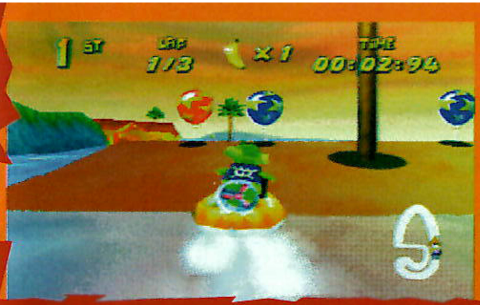
2 Use the next water zipper and skim across the swell and up the whale's back. Hit jump and you'll land on the deck of the ship. Collect the 'nana and aim for the overhanging palm tree. Jump over the wooden branch and onto the beach.



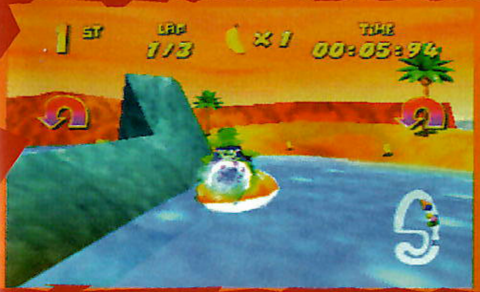
3 Head for the awesome water zipper, blast through it and quickly aim left across the golden sand and to the blue boost near the rocks. Use the boost immediately and skim over the finish line. Keep repeating this and you'll take first place.

PIRATE LAGOON

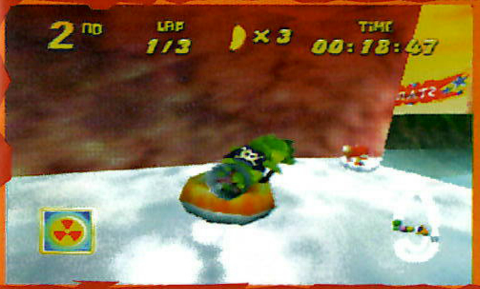




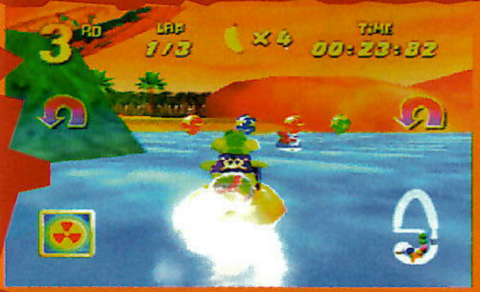
1 **Stay left** through the narrow tunnel and pick up the 'nana. Speed up the sandbank and collect the balloon.



2 **Stay very close** to the left wall as you hit the speed zipper and, at the hairpin, bend hop round the tight corner. If you find your Hovercraft grinding to a halt as you do this, use your speed boost power-up to catch the front runners.

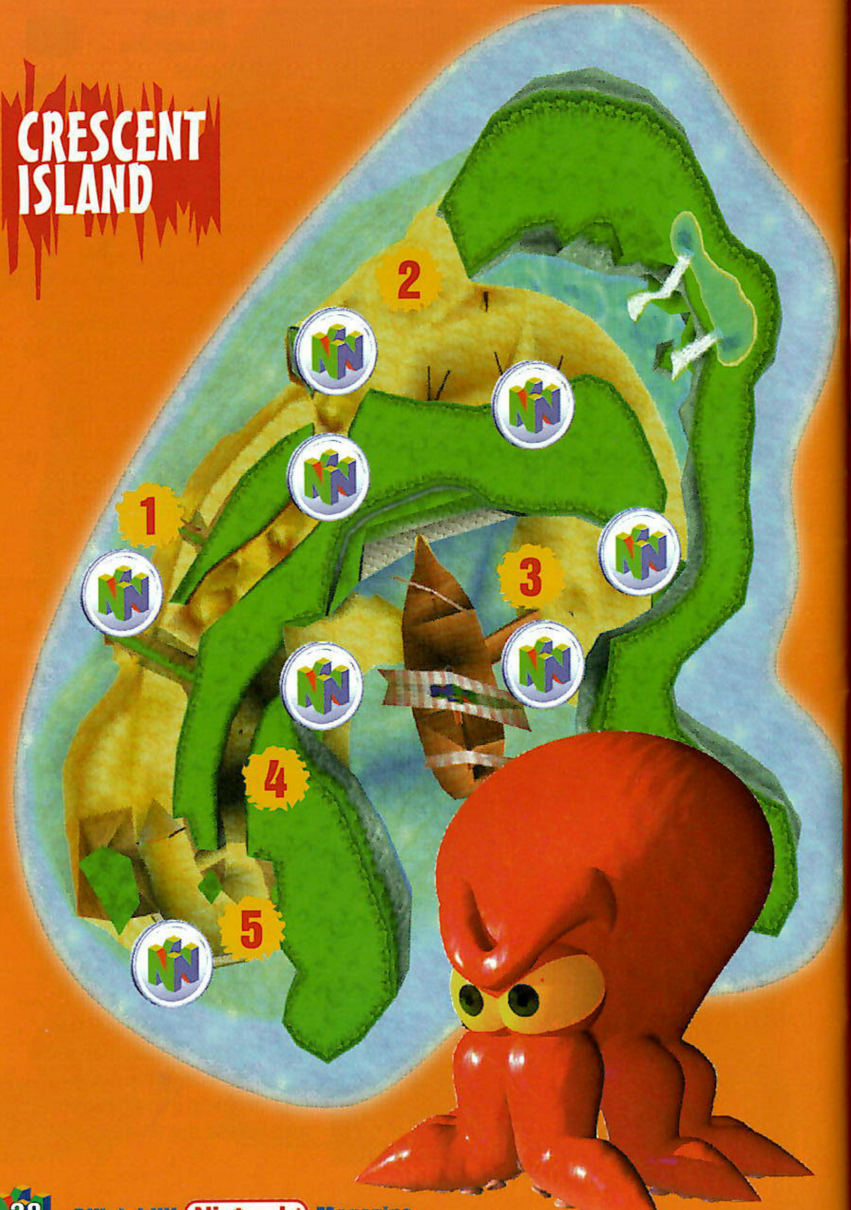


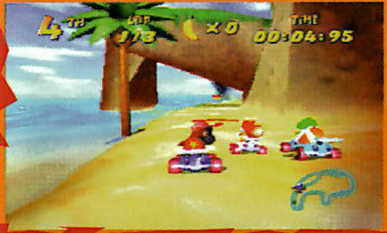
3 **Enter the tunnel** and collect the shield. Collect the 'nanas that lurk round the corner and, as you leave the tunnel, hold the Right shoulder button to turn lightly - this'll save you hitting the stone wall and missing the speed zipper.



4 **Stay close** to the left side as you approach the ship on the rock and pick up the blue balloon. Stay close to the left side and use the zipper to fire yourself over the ramp, collecting the balloon and zooming into first place and across the finish line.

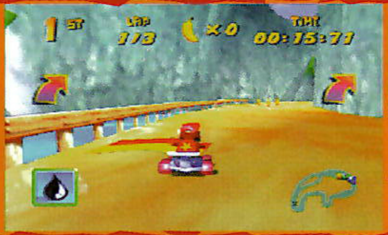
CRESCENT ISLAND




4TH
LAP 1/3
×0
TIME 00:04:95

1 **As you speed** hell-for-leather down the hill, take the short-cut on the outside, using the speed zipper and collecting the magnet in the rainbow balloon. Head for the next zipper and collect the green balloon.

2 **As you reach** the next speed zipper, drop a slippery oil slick on the track to send any troublesome animals behind you into a nasty spin.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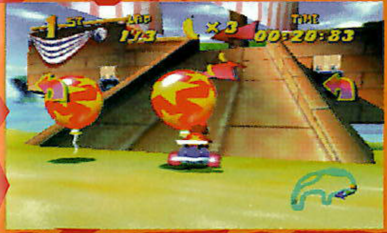
1ST
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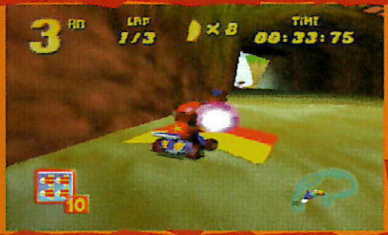
×3
TIME 00:20:83

3 **Head for the ship** and up the gangplank, bursting the red balloon and grabbing the 'nanas. Use the brake to keep control of the car and stop you banging into the walls.

4 **Collect the two** red balloons and power-up to maximum destruction, then slide onto the zipper on the left of the tunnel and aim for the right side.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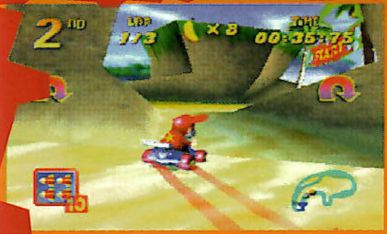
2ND
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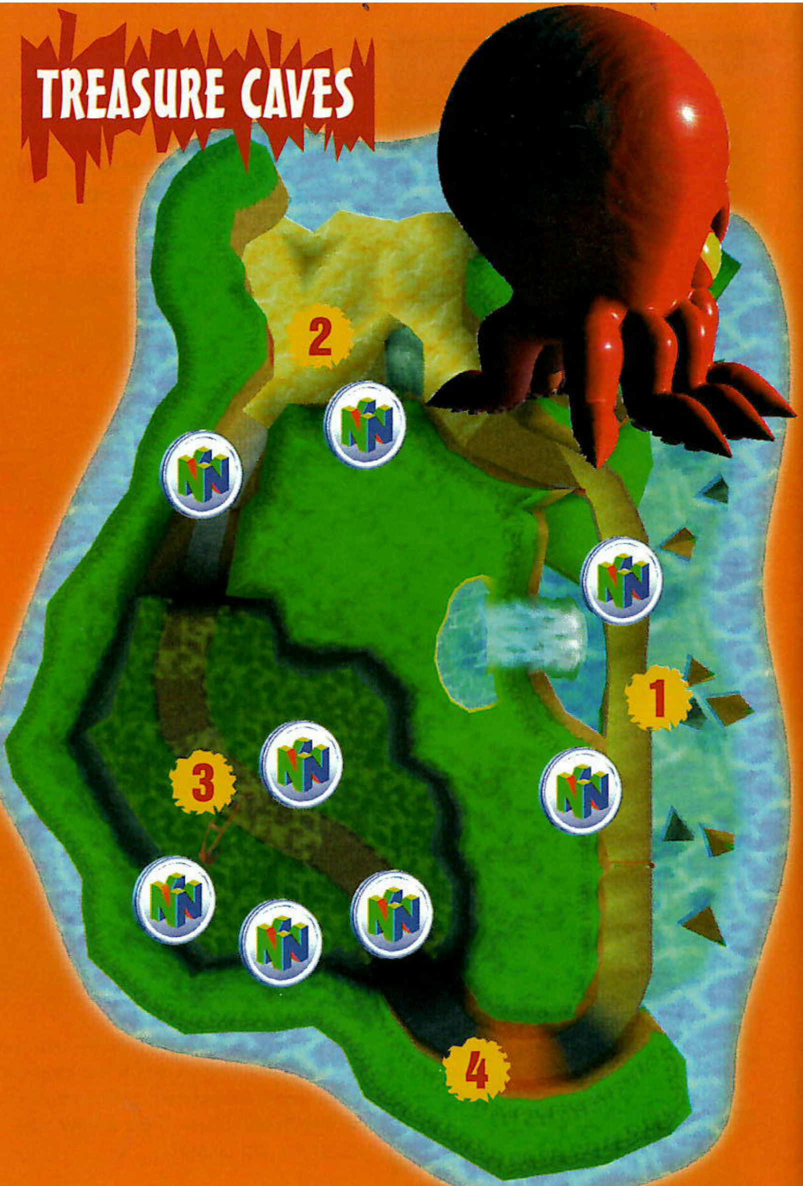
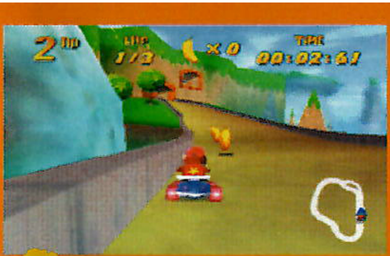
TIME 00:35:75
10

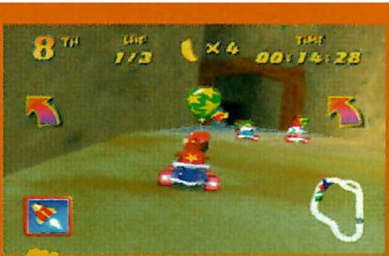
5 **As you exit the tunnel,** use the brake-turn to cut off the long corner. If you follow these instructions you'll cross the line in first place. Take a bow 'cos you're the top chimp!

TREASURE CAVES

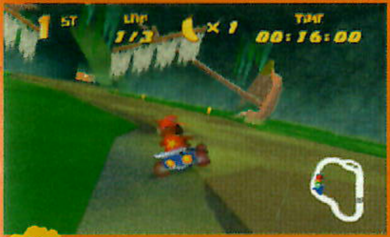




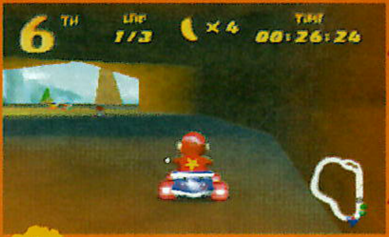
1 **Keep left** and grab the three 'nanas in front of the waterfall. Slide to the right of the track, enter the tunnel and collect the blue balloon. Use it and jump down towards the zipper.



2 **Power-slide** under the rock overhang and drive over the speed zipper. Quickly burst the floating green balloon... but make sure you don't use its powers just yet.



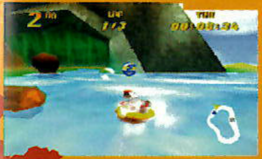
3 **Power-slide** close to the left-hand side, drop the oil slick and use the zipper. Boost down the centre and aim for the 'nanas. Slide towards the right to catch the speed-up.



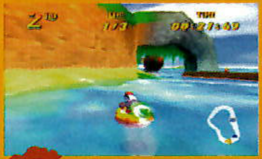
4 **Pull hard** to the left, pass close to the left-hand wall and aim for the finish line. When the end's within sight, use the speed zipper and boost up the hill to victory.

BOSS: OCTOPUS

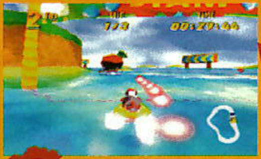
You've gotta miss the bubbles to defeat our eight-legged friend. A perfect race is all that stands between you and first place on the victory podium...



1 **Get the blue** nitro... you're really gonna need this little beauty. Make sure you grab the next blue power-up, but don't use it just yet. Save it for a special occasion...



2 **Go through the** tunnel, avoiding the bubbles. Come out of the cave and head for the blue balloon on the island. Turn sharp, fire the speedo and go through the tiny hole in the cliff.



3 **Grab the** balloons and fire the homing missile as you approach the finish line. Repeat this process twice to defeat the boss... but remember to miss the sticky bubbles!

WIN THE BEST GAME OF THE YEAR!

Yep, chimp champs, we've got FIVE copies of Rare's ace racer to give away. All you've got to do is answer this easy quessie:

What's the name of the big bad boss in DKR?

Is it,
- A Pizwig
- B Whizzfizz
- C Wizpig

Happy you've got it right? Now send your answer to:

Ha-ha! I own DKR and you don't!
Official Nintendo Magazine
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• Answers must reach us by 1st January 1998